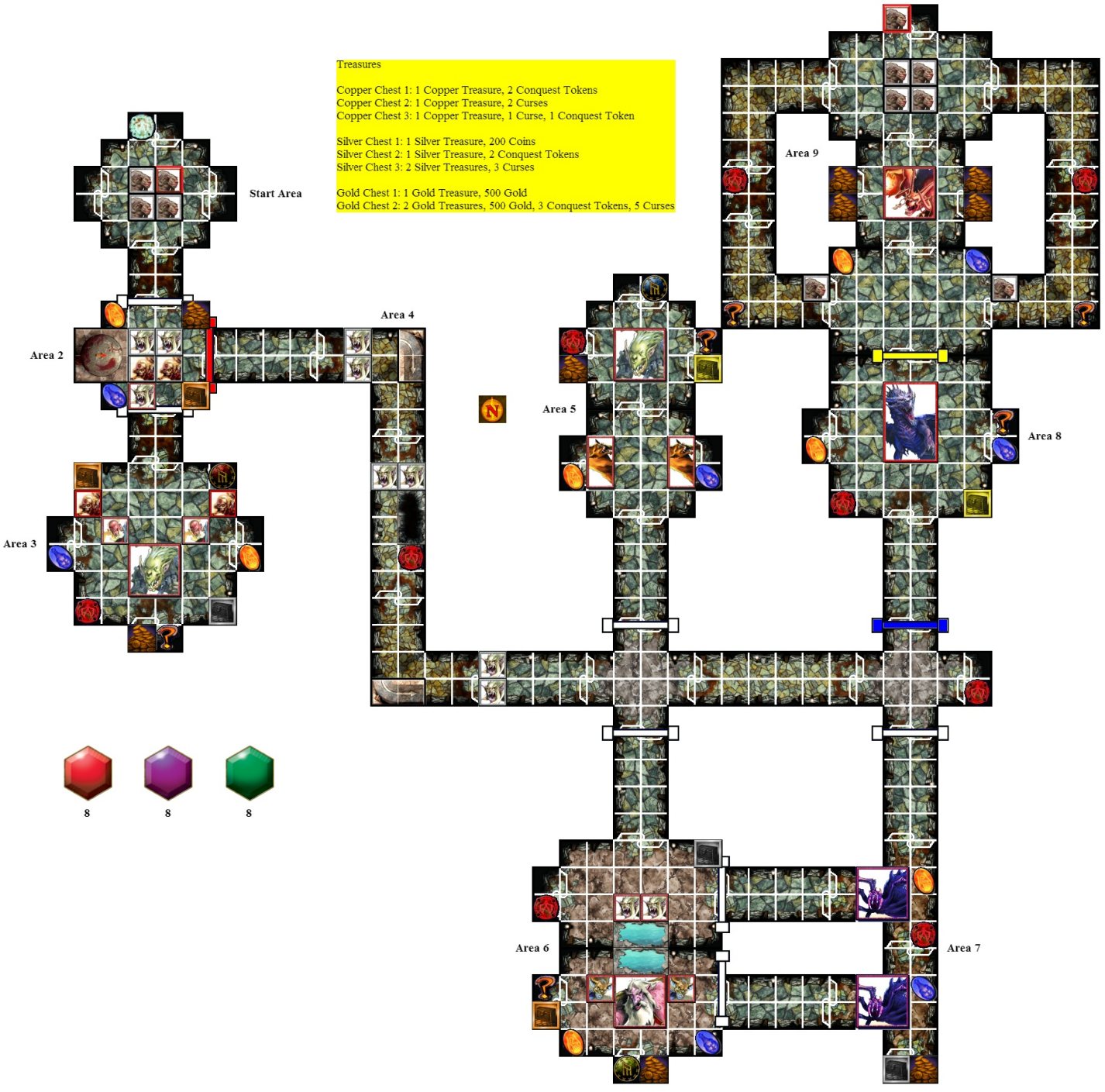
Treasures
Copper Chest 1: 1 Copper Treasure, 2 Conquest Tokens
Copper Chest 2: 1 Copper Treasure, 2 Curses
Copper Chest 3: 1 Copper Treasure, 1 Curse, 1 Conquest Token
Silver Chest 1: 1 Silver Treasure, 200 Coins
Silver Chest 2: 1 Silver Treasure, 2 Conquest Tokens
Silver Chest 3: 2 Silver Treasures, 3 Curses
Gold Chest 1: 1 Gold Treasure, 500 Gold
Gold Chest 2: 2 Gold Treasures, 500 Gold, 3 Conquest Tokens, 5 Curses
Start Area
Area 2
Area 3
Area 4
Area 5
Area 6
Area 7
Area 8
Area 9
8
8
8

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# The Lair of Gurza

By Andrew Case

## Scenario Background

After your recent success over evil you are celebrating at the Inn when a small man walks over to you.

"Pardon the Interruption good masters, but I am a man in need and was told you were the heroes I am seeking." He says.

You welcome him and ask him about his needs.

"I am the mayor of a small town south of here and we have been having difficulties with rampaging monsters. We have tracked the monsters to their lair, but none of our local fighters are brave enough to enter it and face this evil. I was hoping you could help us with this matter."

You decide to help the mayor and his town. He hands you a map detailing where the entrance to the lair is and bows out.

## Mission Goals

After following the directions on the map you stand outside the lair of Gurza og Nabob. Your quest is to slay Gurza og Nabob and rid the lair of monsters. You start with nine conquest tokens, if you ever run out Gurza og Nabob will have triumphed over you.

Good luck...

This map is for advanced players only, and requires the Well of Darkness Expansion set.

All Encounter Markers in this dungeon are spawn points. The rule on spawn points is as follows: Any number of times during the overlords spawn phase the overlord may spend threat to spawn monsters from these spawn points. Monsters may also move through spawn points similar to the heroes ability to travel to town through travel glyphs. However the monsters may not go to town, and it only costs one movement to move from marker to marker. The spawning ability follows all normal spawning rules except it ignores line of sight (i.e. a kobold can be spawned in sight of a hero or Boggs the Rat). The cost of spawning is as follows: Kobold - 3; Skeleton - 4; Kobold Master - 6; Sorcerer - 6; Skeleton Master - 8; Sorcerer Master - 12; Ogre - 14; Ogre Master - 28

Spawning Points can be destroyed. They have 12 vitality and 10 armor each.

## Start Area

You enter the dungeon and are greeted by the sight of a small band of kobolds fighting over the corpse of a young child. The child has been half eaten, but at your approach the kobolds stop fighting and advance on the fresh source of food.

## Area 2

This area is dominated by a large boulder held back by rubble and sticks. Several beastmen are here adding rocks to the pile holding the boulder back but at your approach throw down their rocks and charge you. To make matters worse the corpses of some of the townsfolk join in the fray and start launching arrows at you!

The boulder here doesn't move until a hero opens the red rune-locked door.

**When a hero opens the red rune-locked door...**

With a loud crack the rune-lock shatters. The door flies open, and you notice a small rope attached to the bottom of the door a second too late. With a grinding sound the boulder begins to roll...

When the bouder is released play halts and the boulder rolls foward one space. Afterwards play resumes as normal. On the boulders first movement round roll only the red die and move the number of spaces indicated. After that the boulder moves as normal for 3 rounds. After 3 rounds add one yellow die to its movement permanently.

## Area 3

You open the door and the stench of death and decay assaults your nose. Several creatures are here feasting on the rotted remains of the villagers.

## Area 4

A long tubular hallway lies before you. It looks like there is no way to escape the boulder here. Better run for it!

The beastmen in this area do not move. They stand where they are in an attempt to slow the characters advance, and are willing to sacrifice themselves to the boulder in order to do so. The beastmen in this hallway all have Grapple in addition to their normal abilities.

## Area 5

As you open the door a low growl and the smell of sulfur greet you. In the back of the room a large ogre holds tightly to two leashes, each holding a hell hound at bay.

The master ogre is the hell hounds trainer, and keeps them from leaving the room. While the Master Ogre is alive the Hell hounds may not trave more than 7 spaces from him. Should the ogre fall before the hell hounds this restricion is lifted.

## Area 6

This chamber is large and well kept. In the midde of the room a small lake blocks progress to the far side of the room. On the nearside of the lake are two beastmen preparing to charge you. On the far side a giant releases his two pet razorwings while commanding them to attack you.

The two razorwings have the same stats as a normal razorwing except

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as follows: movement of 7 and a bonus of 2 to armor.

## Area 7

As you step into this room you face is suddenly covered in cobwebs. Coughing and spitting you see that you have walked right into the middle of a spiders den. And the spiders look happy to see you....

Movement in this room is restriced to half of the heroes normal movement rounded up. Heroes immune to web ignore this.

## Area 8

As you step into this room you are confronted with the sight of a great dragon. It turns to you and says, "Foolish heros, my master cannot be stopped by the likes of you. But I must thank you for this splendid meal you have brought me." With that he launches himself at the party.

## Area 9

As you step into the room to confront Gurza you see a group of kobolds chanting around a fire. The obvious leader raises his hands, warbles out a call and throws something in the fire. A billowing black cloud bursts from the fire and as the kobolds retreat the smoke coalesses into a demon!

The demon is a normal master demon. The master kobold is Gurza. He has a movement of 6, a bonus 15 vitality, and a bonus 9 armor. Instead of melee his attacks are magical and he rolls one white die, one green die, one yellow die, and one black die. In addition to his normal skills he also has the bolt ability, the breath ability, the undying ability and the soul stone ability.

The soul stone ability grants the monster 3 full lives. The monster must fully die (if an ability like undying prevents them from dying the ability must fail to count as a death against the soul stone) 3 times before death is final.

**When Gurza dies the first time...**

A small crack appears in a ruby implanted in Gurzas chest. He stand up and brushes himself off.

"Very good hero, you are the most fun I've had in a while. But I grow tired of this game."

Add 4 more vitality and 1 more armor to Gurzas total.

Also add 1 green die, 1 yellow die and 1 black die to Gurzas rolls.

**On Gurza's second death...**

The ruby in Gurzas chest shaters and Gurza again stands up, a look of horror and anger on his face.

"This cannot be! You are more powerful than I thought! Well then I'm just going to have to kill you all NOW!"

Add another 5 vitality and 2 armor to gurzas total.

Also add the last 3 black dice to Gurza's rolls. Gurza also gains the Quick Shot ability.

**Upon Gurza's third death...**

Gurza screams as the final blow comes. He collapses to the ground and doesn't rise again.You hear the sounds of shattering stone in the distance and realize all the remaining monster generators are breaking. A small tremmor shakes the ground and you head for the nearest exit. You have slain Gurza and his guardians, and made the worlds that much safer.

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